

Fig. 1

BEST AVAILABLE COPY

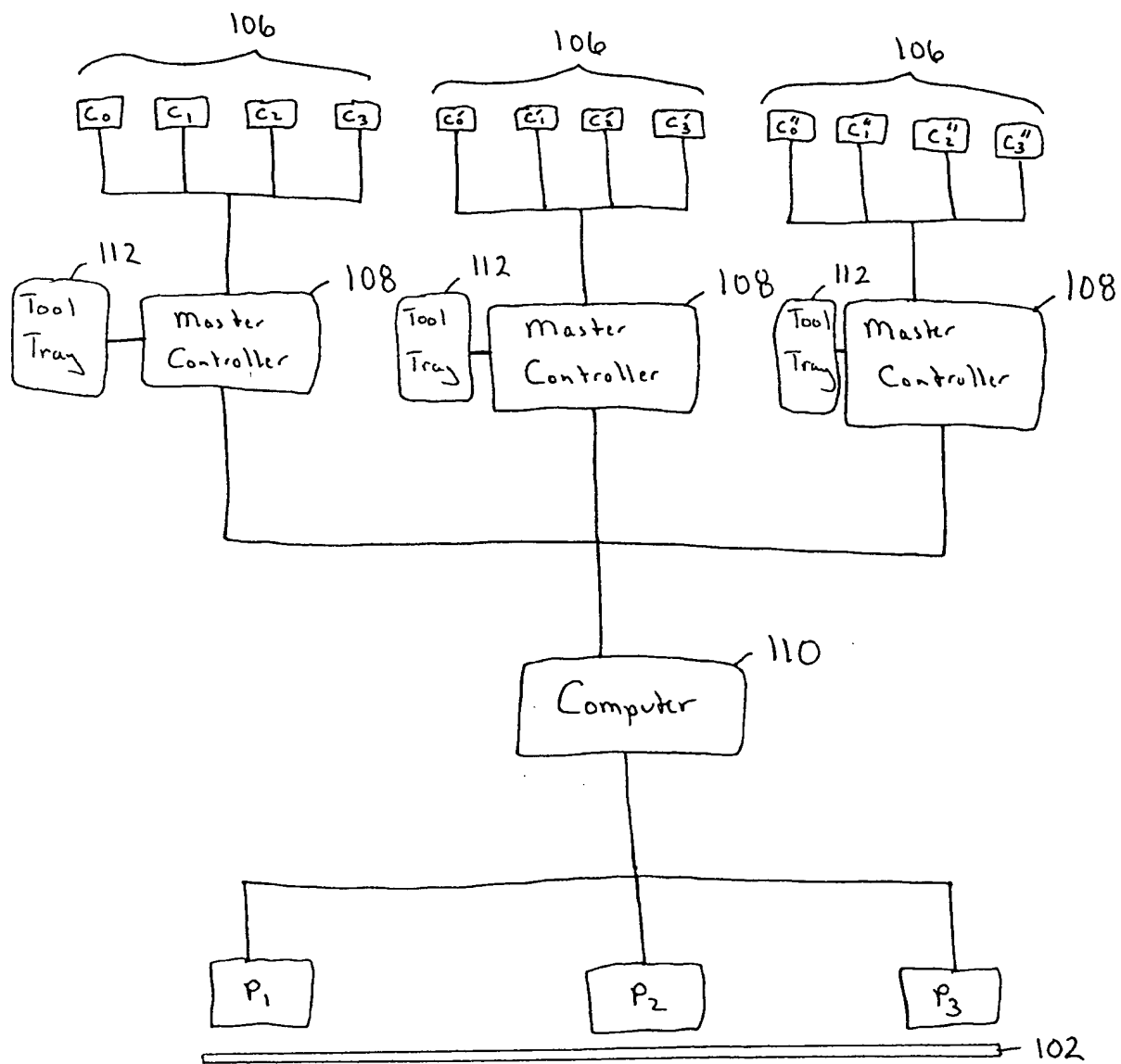


Fig. 2

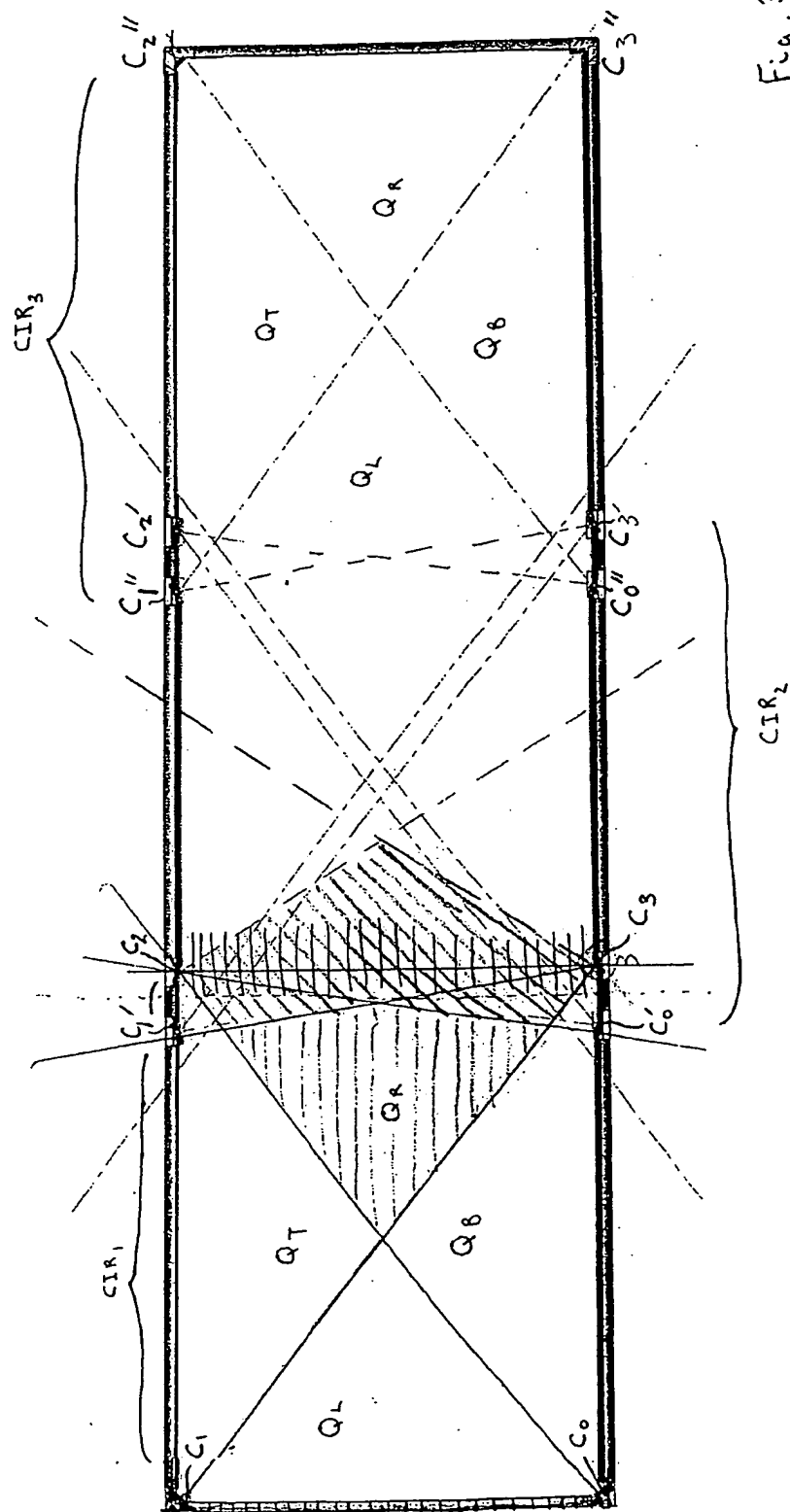


Fig. 3a

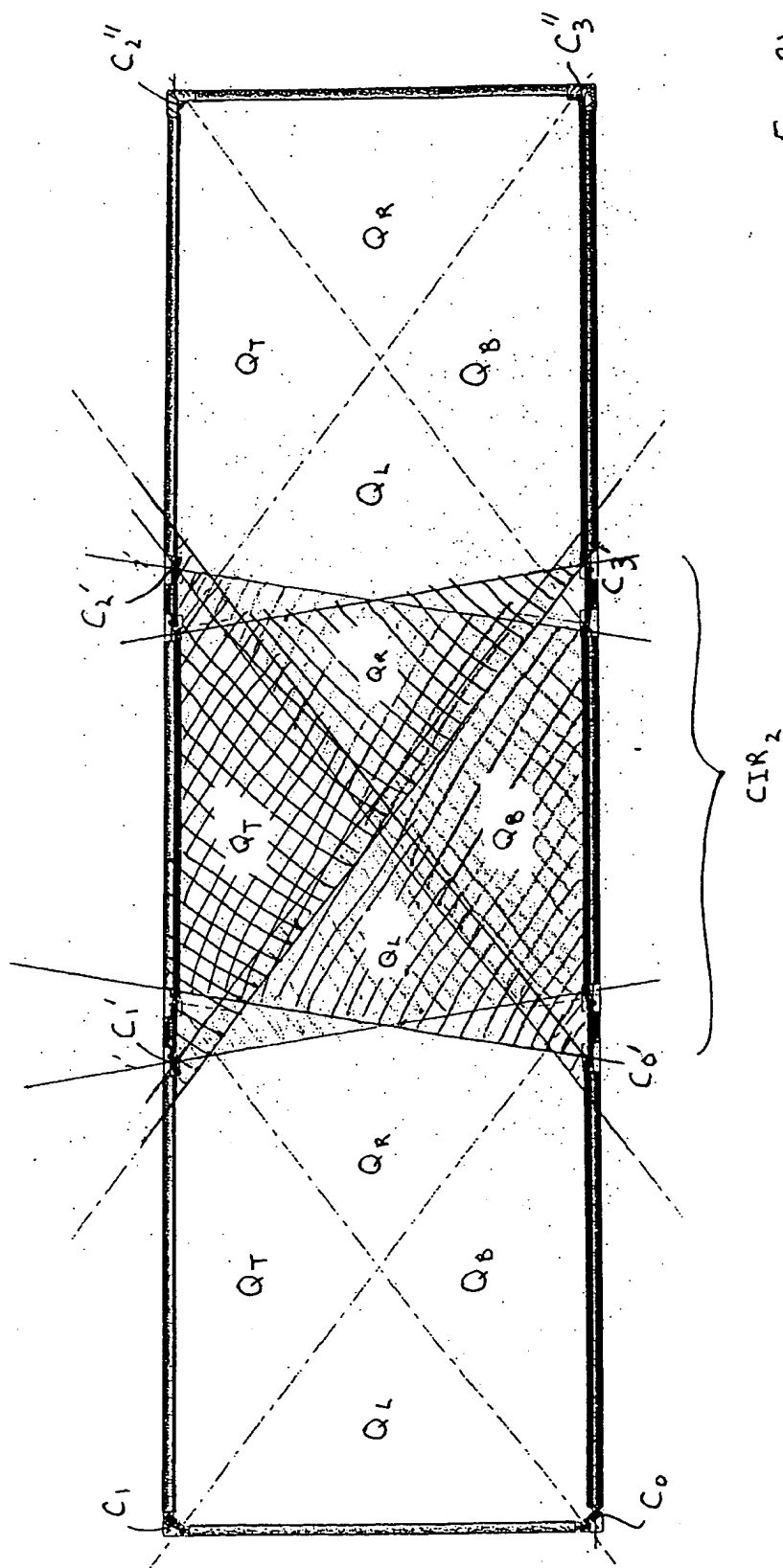


Fig. 3b

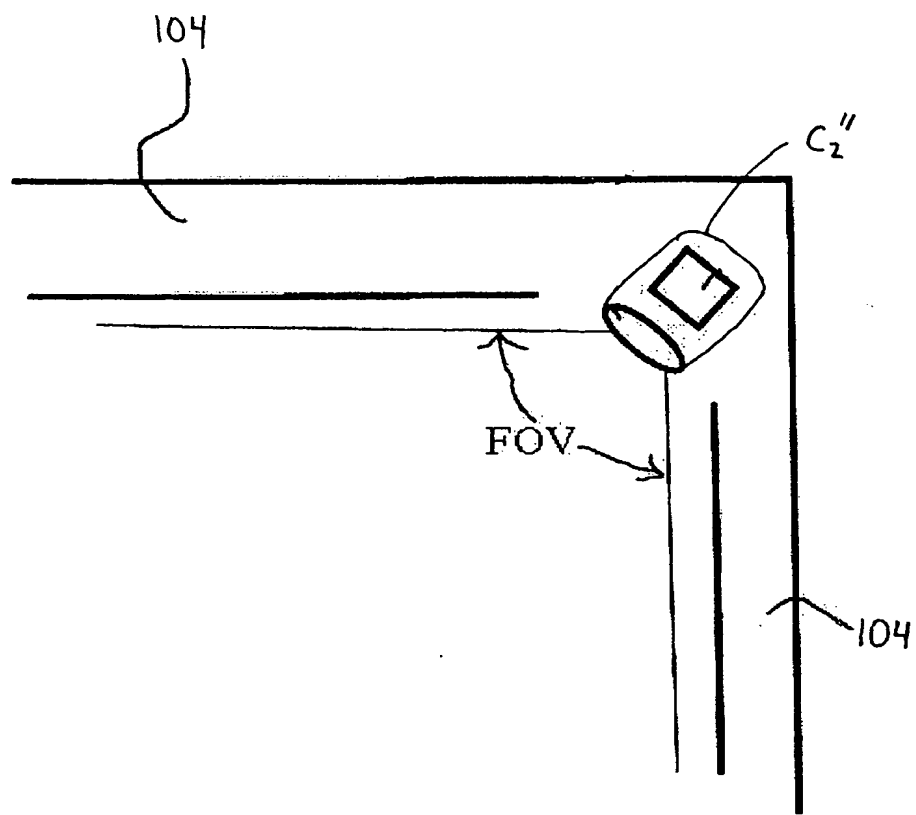


Fig. 4a

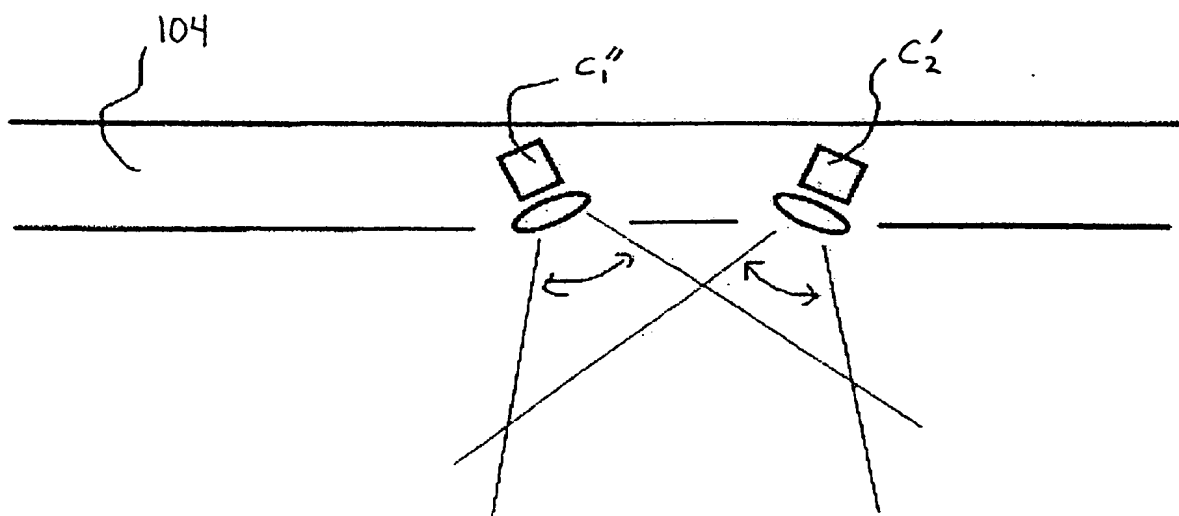


Fig. 4b

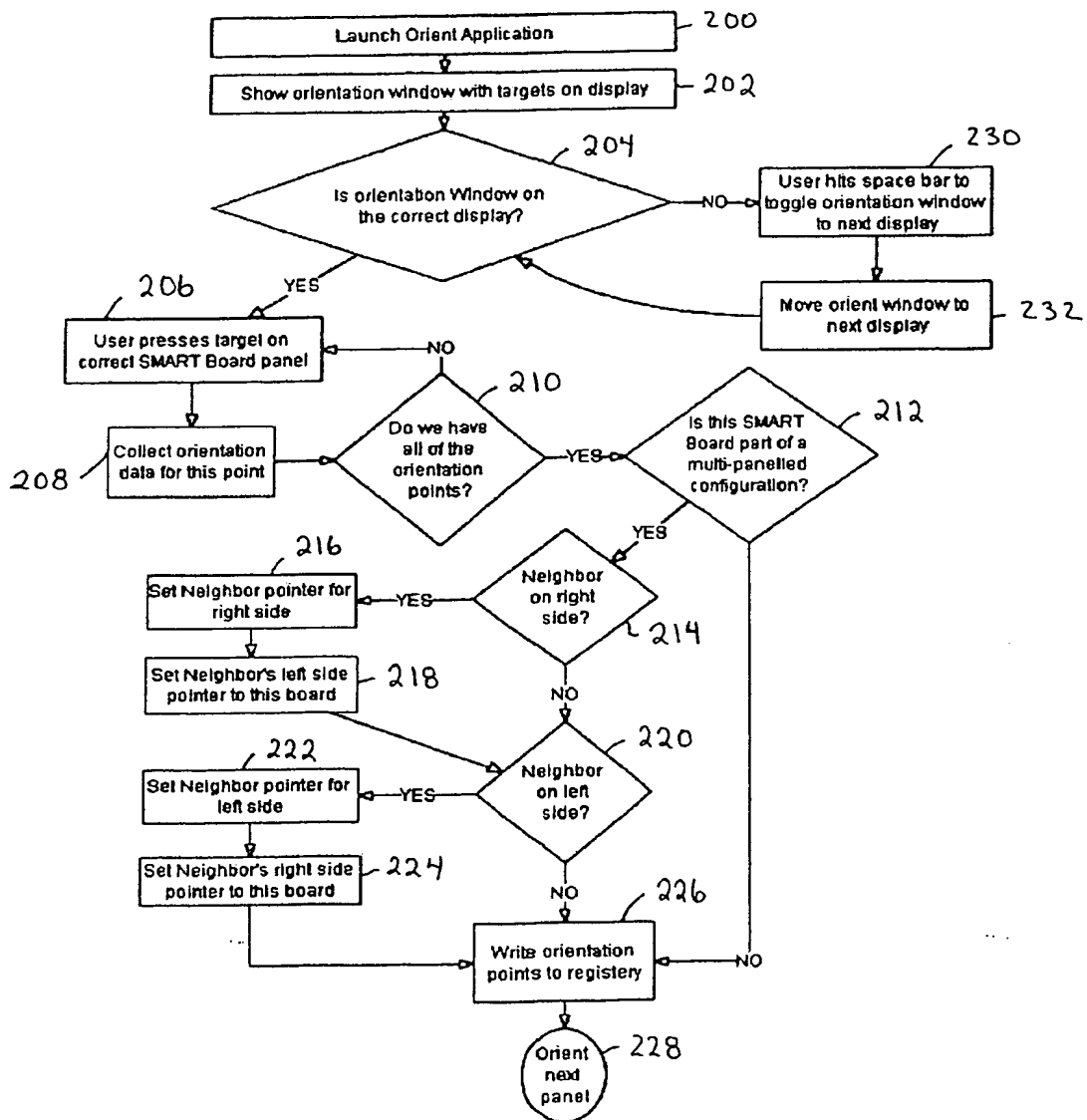


Fig. 5

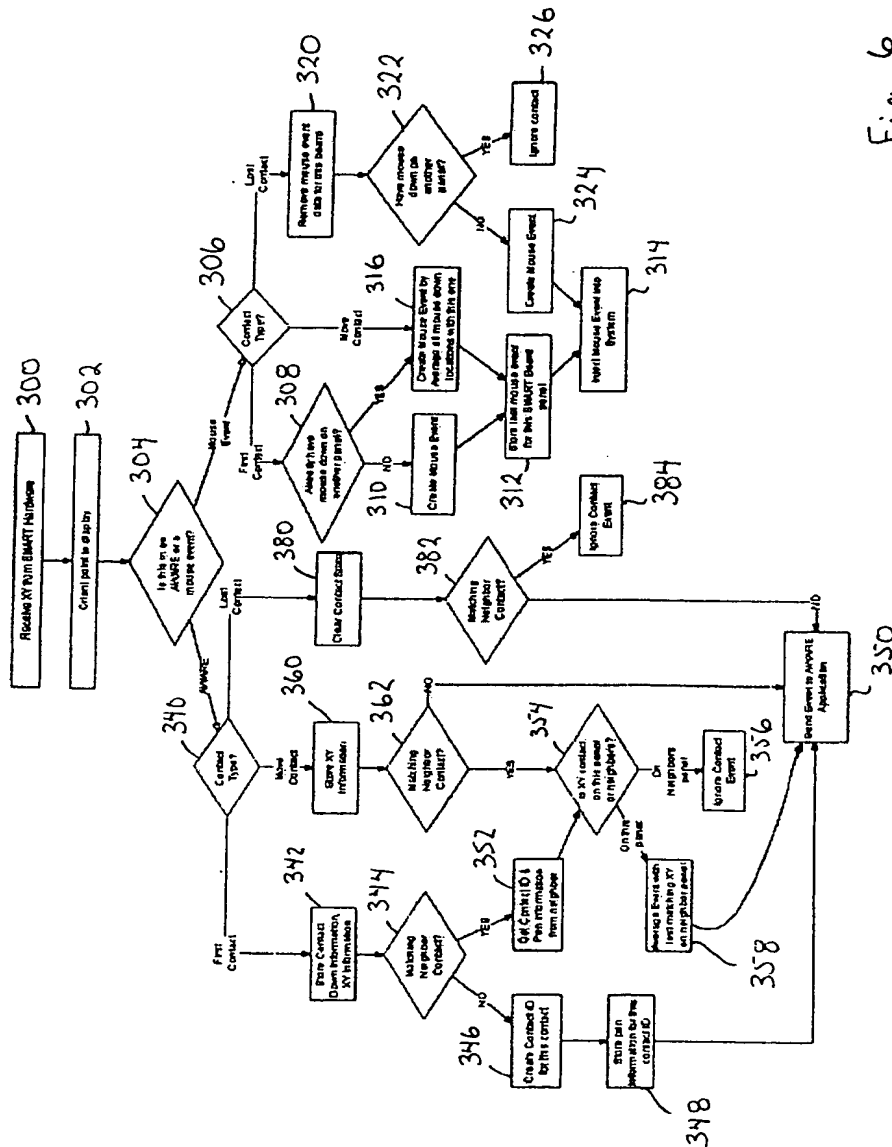


Fig. 6

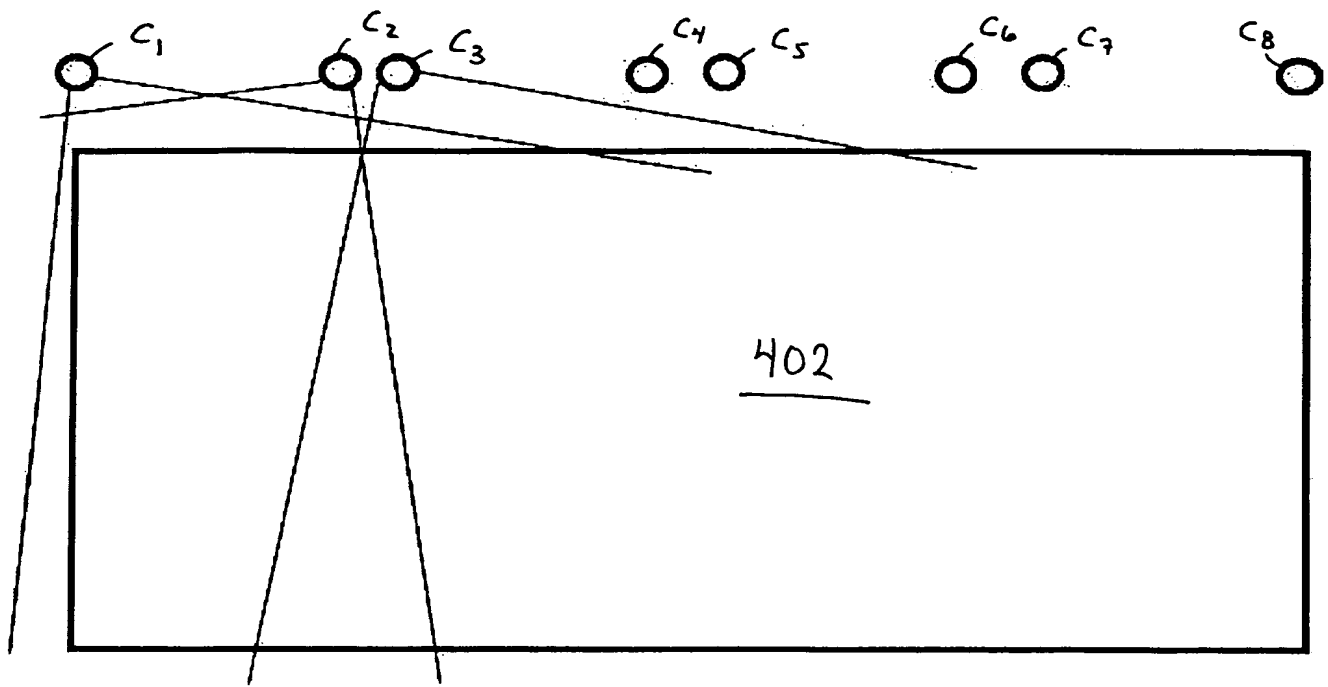


Fig. 7

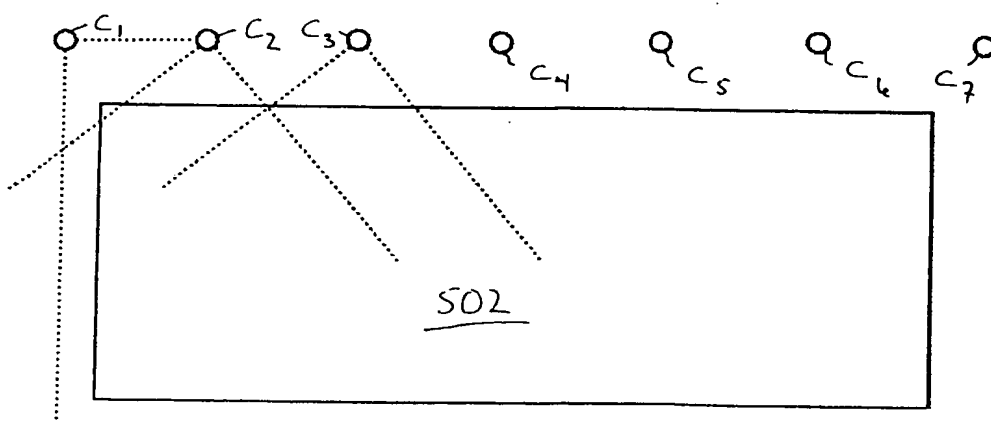
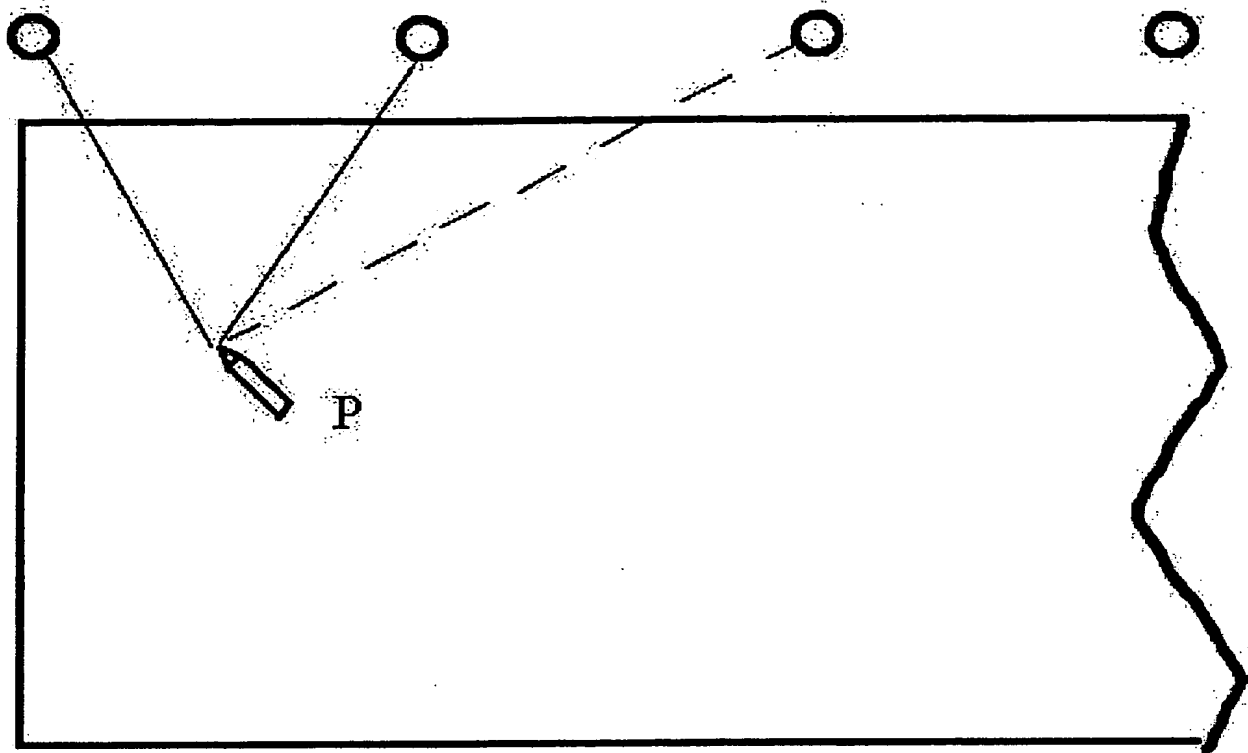


Fig. 8

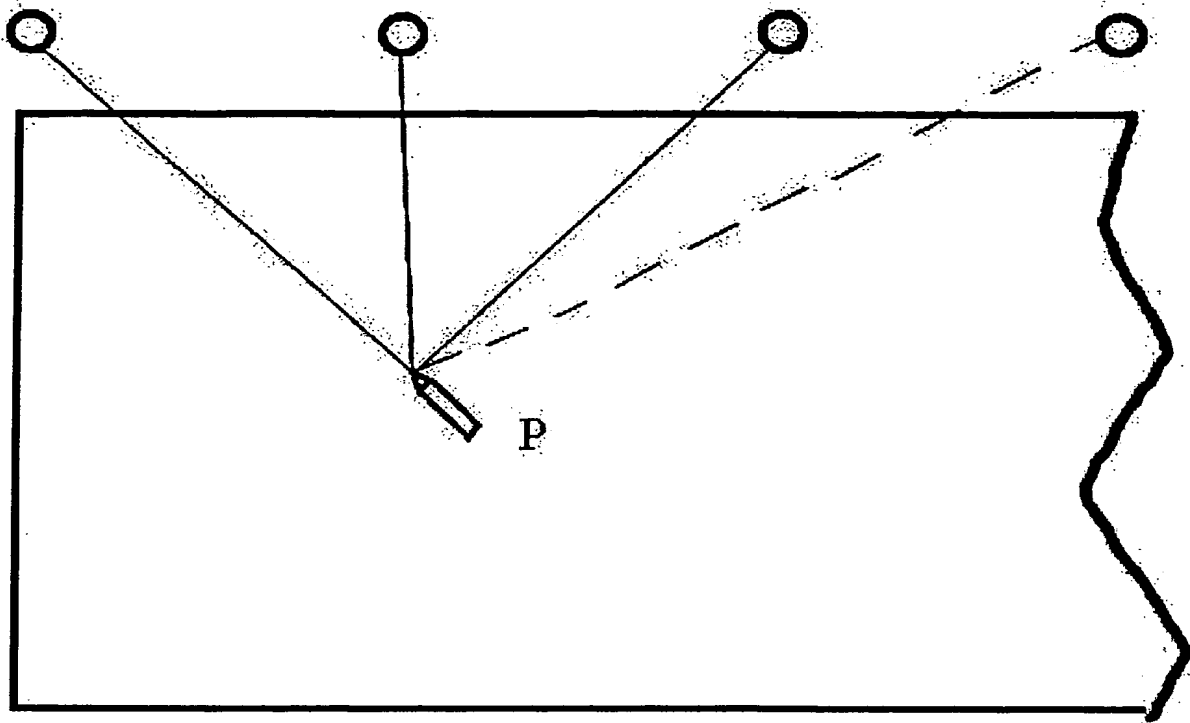


Primary triangulation pair: C1 + C2

Camera C3 may see pointer P

- C3 may:
- Ignore pointer P (too far away)
 - Passively track pointer P
 - Assist in triangulation of pointer P
(C1 + C3, C2 + C3)

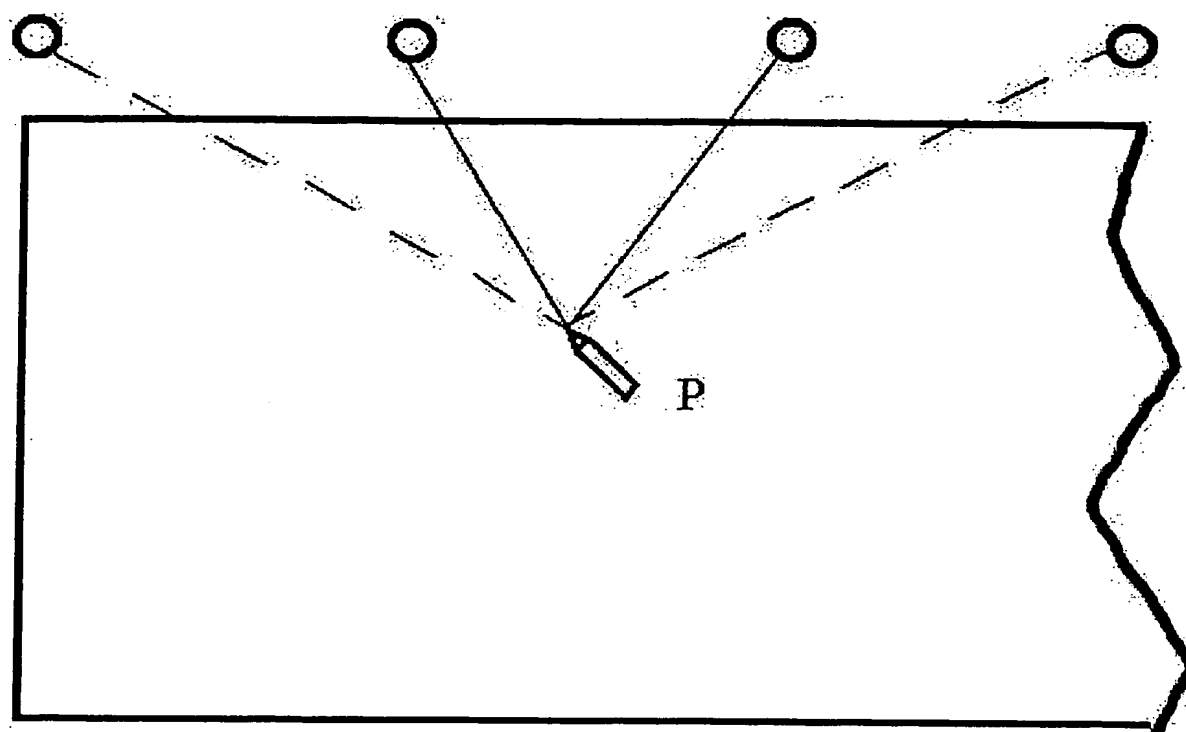
Fig. 9a



Primary triangulation pairs: $C1 + C2$, $C1 + C3$, $C2 + C3$
 Camera $C4$ may see pointer P

- $C4$ may:
- Ignore pointer P (too far away)
 - Passively track pointer P
 - Assist in triangulation of pointer P
 $(C1 + C4, C2 + C4, C3 + C4)$

Fig. 9b



Primary triangulation pair: C2 + C3

Cameras C1 and C4 may see pointer P

- C1 & C4 may:
- Ignore pointer P (too far away)
 - Passively track pointer P
 - Assist in triangulation of pointer P
- C1+C2, C1+C3, C1+C4
 C2+C3, C2+C4
 C3+C4

Fig. 9c